

## Week 5 - MIPS ISA

### The Stored Program Concept

- All programs (instructions) are just data represented by combinations of bytes!
- Any block of memory can be code. Consequently, self-modifying code is possible!
- The Program Counter (PC) is a special register (not directly accessible) which holds a pointer to the current instruction.

### Instruction Formats

MIPS instructions come in three flavors:

**R-Instruction format (register-to-register).** Examples: *addu, and, sll, jr*

op code	rs	rt	rd	shamt	funct
6 bits	5 bits	5 bits	5 bits	5 bits	6 bits

See green sheet to see what registers are read from and what is written to

**I-Instruction Format (register immediate)** Examples: *addiu, andi, bne*

op code	rs	rt	immediate
6 bits	5 bits	5 bits	16 bits

Note: Immediate is 0 or sign-extended depending on instruction (see green sheet)

**J-Instruction Format (jump format)** For *j* and *jal*

op code	address
6 bits	26 bits

KEY: An instruction is R-Format if the op code is 0. If the opcode is 2 or 3, it is J-format. Otherwise, it is I-format. Different R-format instructions are determined by the "funct".

1. How many instructions are representable with this format?
2. What could we do to increase the number of possible instructions?

### Addressing in MIPS

1. The Program Counter (PC) holds the address of the currently executing instruction
2. **Branch Addressing** - Uses Relative Addressing - *beq, bne, bgez, bltz,...*  
$$\text{nextPC} = \text{signExtend}(\text{immediate} \ll 2) + \text{PC} + 4$$
3. **Memory Addressing** - Uses Base Displacement Addressing - *sw, lw, sb, lb,...*  
$$\text{memAddr} = \text{signExtend}(\text{immediate}) + \text{R}[\text{rs}]$$
4. **Jump Addressing** - uses Pseudodirect Addressing (Absolute) - *j, jal,...*  
$$\text{nextPC} = \text{PC}[31:28] \mid \text{zeroExtend}(\text{address} \ll 2)$$
5. **Jump Register Addressing** - Uses Register Addressing - *jr*  
$$\text{nextPC} = \text{R}[\text{rs}] \#(\text{usually, nextPC} = \$\text{ra})$$

6. What instruction is `0x00008A02`?

## Week 5 - MIPS ISA

### Example MIPS Assembling

Fill in the following table with the correct fields from the MIPS routine below. Then fill in the second table with each instruction translated to the raw 32-bit hex number.

Addr	opcode	rs	rt	rd	shamt	funct
0x00						
0x04						
0x08						
0x0c						
0x10						
0x14						
0x18						
0x1c						
0x20						

Addr	MIPS	Raw Bits (in hex)
0x00	add \$s0, \$0, \$0	
0x04	add \$s1, \$0, \$0	
0x08	addi \$s2, \$0, 16	
0x0c	beq \$s0, \$s2, L2	
0x10	L1: lw \$t0, 0(\$s0)	
0x14	add \$s1, \$0, \$t0	
0x18	addi \$s0, \$s0, 4	
0x1c	j L1	
0x20	L2: sll \$0, \$0, 0	